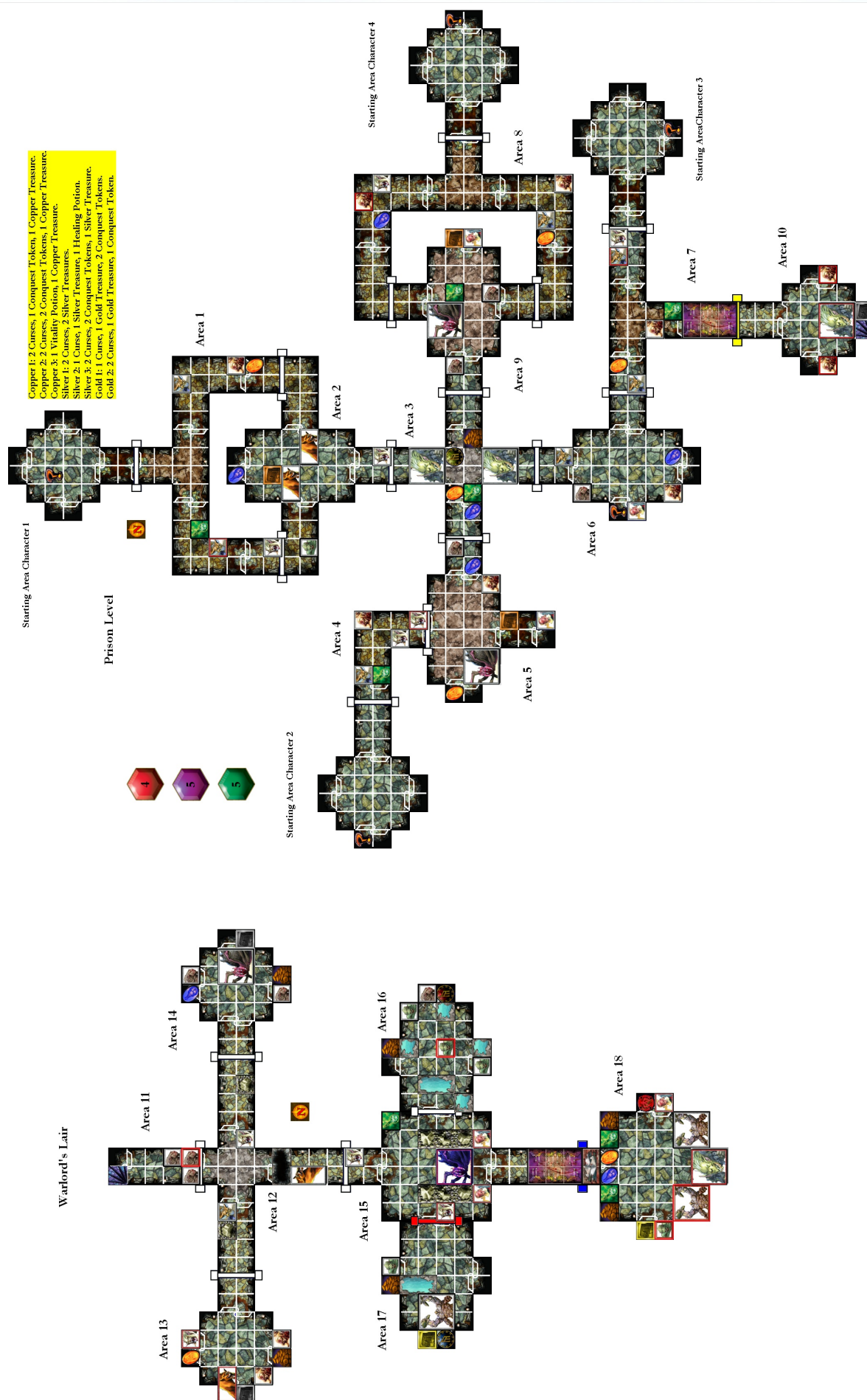




The Reunion

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Scenario Background

You are exiting a dark dungeon after your recent task when all of a sudden u are surrounded by evil creatures, too many evil creatures and in a matter of a couple minutes of fighting you all are taken captives and deported to the lair of an evil warlord where you are being imprisoned in four different prisons of his dungeon where u are awaiting for the death sentence to be applied.

After a few hours each of you had a different idea on how to escape and save his comrades from the dungeon.

Mission Goals

Each of you must find a way through the dungeon until you all get reunited and kill the evil warlord, each of you will start with some equipment, you start with 7 conquest tokens and if u run out of them the evil warlord will have triumphed over you.

In this mission there is just 1 glyph so if a hero die he will be just taken out of conscience and it will took back to his starting prison to regain consciousness, a KO heroes will lose a number of conquest tokens like if he was killed and he will lost all money he have on himself but the monsters will left the heroes equipment to the hero because they think it is funny that a hero try to flee from their prison. when a hero is killed all the monsters he/she kills wont be replaced but just behind their prison door there will be an Ogre with normal stats.

as soon as the hero are together a killed hero stay on it's square face down and lose 2 full turns before regain consciousness. miniatures may enter the square but cant stop in them, they must exit the square before finishing their turn.

The heroes players cannot talk at all between them about the mission and how to play it that's because their heroes arent together, as soon as this change the players can communicate again.

There is another point about the chests, here the hero that open a chest will be the only hero to take what is inside it(including curses drawn by the OL, so if a hero open a chest and there is a curse 2 the OL will draw only 2 Threat Tokens not 2 for each hero and the curses can be played only on the hero opening the chest) at least until all the heroes are together then the chest rules return back to normal.

Important: As We all fans of Descent know there is a big lack of doors in this game and this is a very big impediment for big maps like this so i suggest to simply utilize doors from other boardgames or re-utilizes doors of already explored areas of the map.

Starting Area

You regain consciousness and immediatly start checking the room and it's surrounding, you immediatly notice that you are completely alone but at least your equipment is intact, you soon decide that u need to find a way to reunite with your group and escape.

Area 1

This dark corridor is made of black stones and it leads to 2

doors, 1 on each end of it, suddently you hear an alarm bell ringing all around and immediatly some guards leap out of the darkness and start racing toward you as you draw out your weapons ready for the incoming battle.

Area 2

You have just entered in a middle sized room, inside it you can see a big chest guarded by 2 hell hounds, on the walls you can see many human heads, probably the remains of your predecessors, suddently leaping out from the darkness of this room a beastman and a ferrox are trying to capture you again.

Area 3

As soon as you open this door you can see a lot of white bones piled in this corridor, at the crossroad of it you can see 2 big ogres eating a human and u immediatly think about your lost comrades, suddently you burst out in a cry of rage and charge the 2 ogres to take revenge and even their gold and treasures.

As soon as the Hero/Heroes dispatched the ogres read him/them the following lines.

You have dispatched the 2 ogres and after some research you can found on their bodies a strange big runekey.

Area 4

This little corridor that lead to your prison is guarded by many sentinels, creeping out of the prison door you immediatly start attacking them and almost immediatly you hear an alarm bell that start sounding loudly all over the prison and the monsters turn up to you with their weapons ready.

Area 5

as soon as you open the door to this room you are being attacked by a mad mage and his big spider along with the mage's followers, some kobolds and a skeleton.

Area 6

This room host some kind of magical and chemical experiments on a table u can see a boiling potion and near the potion a wizard that turn to watch you, as he notice your presence he calls for help.

Area 7

This corridor lead to a big runedoor that glows of yellow rays, you immediatly notice that the floor here is full of bones, soon u notice some of the bones forming a skeleton that take his bo and aim at your heart, from the corridor u can hear some growlings and in the far distance an alarm ringing.

Area 8

As soon as u left your room an alarm start to ring aloud everywhere and some monsters run up to you to block your escape.

Area 9

Some kobolds are helping a mage to feed his huge spider but when they notice you entering the mage free the spider to take care of you, this room is full of elves and dwarves bodies took here for some sort of experiments.

Area 10

Finally reunited you use the rune key to open the door to the freedom but there is one more obstacle it seem, a big ogre with a couple skeletons are guarding the stairs to the freedom, the ogre smile at you as he say i will eat your hearts.

Area 11

With disbelief you find yourself in another level of the dungeon and it seem the level where the warlord that imprisoned you took as his personal quarters, now you all want revenge, suddently some sentinels leap out to attack you.

Area 12

As you open the door a great sense of danger hit you all, the corridors here are full of monsters and that means that you are probably near the Warlord, in the southern corridor you can see a very big pit and near the pit a hell hound barking at you.

Area 13

This little room host a Treasury, lots of gold coins are piled in a corner and in another part of the room you can see a silver chest waiting only for someone to dispense his wealth, of course the room is guarded by the Warlord's minions.

Area 14

This little room host a treasury guarded by a huge giant spider and some kobolds but nothing that you cant kill so you all charge into the room anxious to looth the silver chest you seen into it.

Area 15

This big room host the Warlord's personal guard and they are all ready to meet with you, this room is partly destroyed, many piles of rubbles are everywhere, it seem that a big combat or a big explosion caused all that mess.

Area 16

This room is full of water polls. Many dreaded ferrox and some kobolds guard the runekey to the Warlord's bedroom, you must take them down before the final confrontation with your nemesis.

Area 17

That's the Warlord's bedroom but it seem he's not here at the moment, a big golden chest is near the Warlord's bed but it's guarded along with a big runekey by a very big stone golem and a ferrox.

Area 18

The final confrontation is near, in his very big room you can see a lot of magic potions and many piles of gold, you can see a golden chest on the western wall of this room and a glyph of transport nearthe eastern wall of the room. The Ogre Warlord Greet you as you enter: <<Excellent my heroes you finally arrived here, i waited so much to crush your bodies by myself that now i cant believe you finally are here, but today i'm generous and i will let my generals and my Golems to kill you go my minions kill them all>>. with these words the Golems and the Warlord's last minions attack you.

This Warlord's have +1 armor and 4 additional wounds. After defeating the Warlord read to the player the following Text.

You finally enter the glyph after looting the room and beheading the warlord body, after a few moment of dizziness you finally emerge victorious on civil places u missed so much.